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1 [A multiresolution spline with application to image mosaics](#)

Peter J. Burt, Edward H. Adelson

October 1983 **ACM Transactions on Graphics (TOG)**, Volume 2 Issue 4Full text available: [pdf\(4.27 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
2 [Volume rendering II: View-dependent multiresolution splatting of non-uniform data](#)

Justin Jang, William Ribarsky, Christopher D. Shaw, Nickolas Faust

May 2002 **Proceedings of the symposium on Data Visualisation 2002 VISSYM '02**Full text available: [pdf\(663.32 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper develops an approach for the splat-based visualization of large scale, non-uniform data. A hierarchical structure is generated that permits detailed treatment at the leaf nodes of the non-uniform distribution. A set of levels of detail (LODs) are generated based on the levels of the hierarchy. These yield two metrics, one in terms of the spatial extent of the bounding box containing the splat and one in terms of the variation of the scalar field over this box. The former yields a view ...

3 [Model-based object recognition in dense-range images—a review](#)

Farshid Arman, J. K. Aggarwal

March 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 1Full text available: [pdf\(3.42 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The goal in computer vision systems is to analyze data collected from the environment and derive an interpretation to complete a specified task. Vision system tasks may be divided into data acquisition, low-level processing, representation, model construction, and matching subtasks. This paper presents a comprehensive survey of model-based vision systems using dense-range images. A comprehensive survey of the recent publications in each subtask pertaining to dense-range image object recogni ...

Keywords: 3D object recognition, 3D representations, CAD-based vision, dense-range images, image understanding

4 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan

December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4Full text available:  [pdf \(1.98 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The technique ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

5 Hardware assisted unstructured volume rendering: Multiresolution view-dependent splat based volume rendering of large irregular data

Jeremy Meredith, Kwan-Liu Ma

October 2001 **Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics**Full text available:  [pdf \(4.70 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present techniques for multiresolution approximation and hardware-assisted splat based rendering to achieve interactive volume visualization of large irregular data sets. We examine two methods of generating multiple resolutions of irregular volumetric grids and a data structure supporting the splatting approach for volume rendering. These techniques are implemented in combination with a view-dependent error based resolution selection to maintain accuracy at both low and high zoom levels. In ...

Keywords: Hardware-assisted rendering, irregular-grid data, lighting, multiresolution representation, splatting, volume rendering

6 SLIC: Scheduled Linear Image Compositing for Parallel Volume Rendering

Aleksander Stompe, Kwan-Liu Ma, Eric B. Lum, James Ahrens, John Patchett

October 2003 **Proceedings of the 2003 IEEE Symposium on Parallel and Large-Data Visualization and Graphics PVG '03**Full text available:  [pdf \(517.71 KB\)](#)Additional Information: [full citation](#), [abstract](#)

Parallel volume rendering offers a feasible solution to the large data visualization problem by distributing both the data and rendering calculations among multiple computers connected by a network. In sort-last parallel volume rendering, each processor generates an image of its assigned subvolume, which is blended together with other images to derive the final image. Improving the efficiency of this compositing step, which requires interprocessor communication, is the key to scalable, interact ...

Keywords: high-performance computing, image compositing, parallel rendering, PC clusters, visualization, volume rendering

7 Hierarchical triangulation for multiresolution surface description

Leila De Floriani, Enrico Puppo

October 1995 **ACM Transactions on Graphics (TOG)**, Volume 14 Issue 4Full text available:  pdf(3.89 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A new hierarchical triangle-based model for representing surfaces over sampled data is proposed, which is based on the subdivision of the surface domain into nested triangulations, called a hierarchical triangulation (HT). The model allows compression of spatial data and representation of a surface at successively finer degrees of resolution. An HT is a collection of triangulations organized in a tree, where each node, except for the root, is a triangulation refining a face ...

Keywords: hierarchical subdivision, multiresolution surface model, terrain model, triangulation

8 Providing visually rich resizable images for user interface components 

Scott E. Hudson, Kenichiro Tanaka

November 2000 **Proceedings of the 13th annual ACM symposium on User interface software and technology**Full text available:  pdf(1.19 MB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: interface components, look and feel, style systems, toolkits, user interface appearances

9 Session C4: multi-scale techniques: A case study on multiresolution visualization of local rainfall from weather radar measurements 

Thomas Gerstner, Dirk Meetschen, Susanne Crewell, Michael Griebel, Clemens Simmer

October 2002 **Proceedings of the conference on Visualization '02**Full text available:  pdf(1.20 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Weather radars can measure the backscatter from rain drops in the atmosphere. A complete radar scan provides three-dimensional precipitation information. For the understanding of the underlying atmospheric processes interactive visualization of these data sets is necessary. This is a challenging task due to the size, structure and required context of the data. In this case study, a multiresolution approach for real-time simultaneous visualization of radar measurements together with the correspon ...

Keywords: level-of-detail, multiresolution isosurface extraction, triangular and tetrahedral grid refinement

10 The randomized z-buffer algorithm: interactive rendering of highly complex scenes 

Michael Wand, Matthias Fischer, Ingmar Peter, Friedhelm Meyer auf der Heide, Wolfgang Straßer

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**Full text available:  pdf(2.24 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a new output-sensitive rendering algorithm, the *randomized z-buffer algorithm*. It renders an image of an arbitrary three-dimensional scene consisting of triangular primitives by reconstruction from a dynamically chosen set of random surface sample points. This approach is independent of mesh connectivity and topology. The resulting rendering time grows only logarithmically with the numbers of triangles in the scene. We

were able to render walkthroughs of scenes of up to 10

Keywords: Monte Carlo techniques, level of detail algorithms, rendering systems

11 Object-based and image-based object representations

Hanan Samet

June 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 2

Full text available:  pdf(1.05 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An overview is presented of object-based and image-based representations of objects by their interiors. The representations are distinguished by the manner in which they can be used to answer two fundamental queries in database applications: (1) Feature query: given an object, determine its constituent cells (i.e., their locations in space). (2) Location query: given a cell (i.e., a location in space), determine the identity of the object (or objects) of which it is a member as well as the re ...

Keywords: Access methods, R-trees, feature query, geographic information systems (GIS), image space, location query, object space, octrees, pyramids, quadtrees, space-filling curves, spatial databases

12 A Frequency-Sensitive Point Hierarchy for Images and Volumes

Tomihisa Welsh, Klaus Mueller

October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**

Full text available:  pdf(699.19 KB) Additional Information: [full citation](#), [abstract](#)

This paper introduces a method for converting an image or volume sampled on a regular grid into a space-efficient irregular point hierarchy. The conversion process retains the original frequency characteristics of the dataset by matching the spatial distribution of sample points with the required frequency. To achieve good blending, the spherical points commonly used in volume rendering are generalized to ellipsoidal point primitives. A family of multiresolution, oriented Gabor wavelets provide ...

Keywords: volume rendering, point-based rendering, splatting

13 Video Rewrite: driving visual speech with audio

Christoph Bregler, Michele Covell, Malcolm Slaney

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(179.44 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: facial animation, lip sync

14 Session D: Geometry: View-dependent refinement of multiresolution meshes with subdivision connectivity

Daniel I. Azuma, Daniel N. Wood, Brian Curless, Tom Duchamp, David H. Salesin, Werner Stuetzle

February 2003 **Proceedings of the 2nd international conference on Computer graphics, virtual Reality, visualisation and interaction in Africa**

Full text available:  pdf(3.07 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a view-dependent level-of-detail algorithm for triangle meshes with subdivision

connectivity. The algorithm is more suitable for textured meshes of arbitrary topology than existing progressive mesh-based schemes. It begins with a wavelet decomposition of the mesh, and, per frame, finds a partial sum of wavelets necessary for high-quality renderings from that frame's viewpoint. We present a screen-space error metric that measures both geometric and texture deviation and tends to outper ...

Keywords: level-of-detail, multiresolution representations, view-dependent refinement, wavelets

15 WALRUS: a similarity retrieval algorithm for image databases

Apostol Natsev, Rajeev Rastogi, Kyuseok Shim

June 1999 **ACM SIGMOD Record , Proceedings of the 1999 ACM SIGMOD international conference on Management of data**, Volume 28 Issue 2

Full text available:  [pdf\(1.63 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Traditional approaches for content-based image querying typically compute a single signature for each image based on color histograms, texture, wavelet transforms etc., and return as the query result, images whose signatures are closest to the signature of the query image. Therefore, most traditional methods break down when images contain similar objects that are scaled differently or at different locations, or only certain regions of the image match. In this paper ...

16 Graphcut textures: image and video synthesis using graph cuts

Vivek Kwatra, Arno Schödl, Irfan Essa, Greg Turk, Aaron Bobick

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available:  [pdf\(23.86 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

In this paper we introduce a new algorithm for image and video texture synthesis. In our approach, patch regions from a sample image or video are transformed and copied to the output and then stitched together along optimal seams to generate a new (and typically larger) output. In contrast to other techniques, the size of the patch is not chosen *a-priori*, but instead a *graph cut* technique is used to determine the optimal patch region for any given offset between the input and output ...

Keywords: image and video processing, image-based rendering, machine learning, natural phenomenon, texture synthesis

17 Multiresolution painting and compositing

Deborah F. Berman, Jason T. Bartell, David H. Salesin

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Full text available:  [pdf\(944.03 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

 [ps\(119.79 KB\)](#)

terms

We describe a representation for multiresolution images—images that have different resolutions in different places—and methods for creating such images using painting and compositing operations. These methods are very easy to implement, and they are efficient in both memory and speed. Only the detail present at a particular resolution is stored, and the most common painting operations, “over” and “erase”, require time proportional only to ...

Keywords: compositing, infinite-resolution, multiresolution images, painting, wavelets, zooming

18 [QuickTime VR: an image-based approach to virtual environment navigation](#)

Shenchang Eric Chen

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**Full text available:  [pdf\(347.59 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: environment maps, image registration, image warping, panoramic images, real-time display, view interpolation, virtual reality

19 [Papers: Off the wall: Fluid interaction with high-resolution wall-size displays](#)

François Guimbretière, Maureen Stone, Terry Winograd

November 2001 **Proceedings of the 14th annual ACM symposium on User interface software and technology**Full text available:  [pdf\(1.34 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes new interaction techniques for direct pen-based interaction on the Interactive Mural, a large (6'x3.5') high resolution (64 dpi) display. They have been tested in a digital brainstorming tool that has been used by groups of professional product designers. Our "interactive wall" metaphor for interaction has been guided by several goals: to support both free-hand sketching and high-resolution materials, such as images, 3D models and GUI application windows; to pres ...

Keywords: FlowMenu, Large displays, interactive wall

20 [8-3 Navigation: Easy tour: a new image-based virtual tour system](#)

Zhigeng Pan, Xianyong Fang, Jiaoying Shi, Dan Xu

June 2004 **Proceedings of the 2004 ACM SIGGRAPH international conference on Virtual Reality continuum and its applications in industry**Full text available:  [pdf\(327.56 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we describe a new image-based virtual tour system: Easy Tour. The system is built on panorama and TIP techniques. With this system, the user can create panoramas and edit hot areas. The hot area in the scene map corresponds to a panorama sight and the hot areas in each panorama correspond to TIP sub-sights. Through modeling the sight navigation into global model and local model, the user can virtually tour the scenes. Because of the draw-backs of panorama and TIP techniques, some ...

Keywords: TIP, image-based modeling and rendering, mosaic, panorama

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